

---

Subject: Re: Infantry Aggregates?

Posted by [Mad Ivan](#) on Sun, 28 May 2006 00:22:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You'll have a better chance of importing the Grenadier and the backpack in RenX, boning and exporing both and then using the new model.

Else, you'd have to import the backpack, bone it according to your character's skelleton, export it to w3d, import the grenadier, add a box while naming it the same as your backpack w3d and check aggregate under W3D. Then Export the grenadier and you are ready.

---